WHAT IS CLAIMED IS:

1. A dispensing mechanism for dispensing objects in connection with a game and configured for use in a game device having a game control part, the mechanism comprising:

an accommodating part for accommodating the objects;

a dispensing-candidate holding part for holding the objects as dispensing candidates;

a pushing mechanism for pushing each of the objects accommodated in the accommodating part to the dispensing-candidate holding part; ~~and~~

a control part for controlling operation of the pushing mechanism; and

an imaging part provided above the dispensing-candidate holding part,

wherein the control part is different from the game control part for controlling progress of the game,

wherein the dispensing-candidate holding part has first identification information, and

wherein the imaging part is configured to read the first identification information of the dispensing-candidate holding part.

~~2. The mechanism according to claim 1 further comprising an imaging part that is provided above the dispensing-candidate holding part,~~

~~wherein the dispensing-candidate holding part has first identification information, and~~

~~wherein the imaging part is configured to read the first identification information of the dispensing-candidate holding part.~~

~~3~~2. The mechanism according to claim ~~2~~1, ~~wherein~~ configured for the control part ~~controls~~ to control providing of the object from the accommodating part to the dispensing-

candidate holding part based on the first identification information read by the imaging part.

~~4~~3. The mechanism according to claim ~~2~~1 or ~~3~~2, wherein each of the objects has second identification information, and

~~wherein~~ configured for the control part ~~determines~~ to determine the object to be dispensed based on the second identification information read by the imaging part.

~~5~~4. The mechanism according to any one of claims 1 to ~~4~~3, ~~wherein~~ further configured for the control part ~~further controls~~ to control operation of the dispensing-candidate holding part, and independently ~~controls~~ control the operation of each of the pushing mechanism and the dispensing-candidate holding part.

~~6~~5. ~~The mechanism according to any one of claims 1 to 5~~A dispensing mechanism for dispensing objects in connection with a game and configured for use in a game device having a game control part, the mechanism comprising:

an accommodating part for accommodating the objects;

a dispensing-candidate holding part for holding the objects as dispensing candidates;

a pushing mechanism for pushing each of the objects accommodated in the accommodating part to the dispensing-candidate holding part; and

a control part for controlling operation of the pushing mechanism,

wherein the control part is different from the game control part for controlling progress of the game,

wherein the dispensing-candidate holding part is formed into an annular shape, and

wherein the pushing mechanism is provided inside the dispensing-candidate holding part.

~~7~~6. ~~The mechanism according to any one of claims 1 to 6~~A dispensing mechanism for dispensing objects in connection with a game and configured for use in a game device having a game control part, the mechanism comprising:

an accommodating part for accommodating the objects;

a dispensing-candidate holding part for holding the objects as dispensing candidates;

a pushing mechanism for pushing each of the objects accommodated in the accommodating part to the dispensing-candidate holding part; and

a control part for controlling operation of the pushing mechanism,

wherein the control part is different from the game control part for controlling progress of the game, and

wherein the pushing mechanism includes a first pushing part for pushing each of the objects accommodated in the accommodating part to the dispensing-candidate holding part, and a second pushing part for pushing each of the objects held by the dispensing-candidate holding part to the outside of the dispensing-candidate holding part.

~~8~~7. The mechanism according to claim ~~7~~6, wherein a portion of the second pushing part overlaps with the first pushing part.

~~9~~8. The mechanism according to claim ~~7~~6 or ~~8~~7, wherein the first pushing part is formed into a plate shape,

wherein the second pushing part is formed into an elongated shape, and

wherein a lengthways direction of the first pushing part and a lengthways direction of the second pushing part are orthogonal to each other.

~~10~~9. The mechanism according to any one of claims ~~7~~6 to ~~9~~8, ~~wherein~~ configured for each of the first pushing part and the second pushing part ~~moves~~ to move linearly.

~~11~~10. The mechanism according to any one of claims ~~7~~6 to ~~10~~9, wherein a tip portion of the second pushing part is located on the same plane as the first pushing part and is configured to dispense the object.

~~12~~11. ~~The mechanism according to any one of claims 1 to 11~~A dispensing mechanism for dispensing objects in connection with a game and used in a game device having a game control part, the mechanism comprising:

an accommodating part for accommodating the objects;

a dispensing-candidate holding part for holding the objects as dispensing candidates;

a pushing mechanism for pushing each of the objects accommodated in the accommodating part to the dispensing-candidate holding part; and

a control part for controlling operation of the pushing mechanism,

wherein the control part is different from the game control part for controlling progress of the game,

wherein the accommodating part includes a pair of accommodating parts, and

wherein the pair of accommodating parts are provided inside the dispensing-candidate holding part.

~~13~~12. The mechanism according to claim ~~12~~11, wherein a portion of the pushing mechanism is located below at least one of the pair of accommodating parts.

~~14~~13. A game device comprising:

a displaying part for displaying a predetermined image related to a game;

a game control part for controlling progress of the game;

an operation part for receiving operation input from a user in order to proceed with the game; and

the dispensing mechanism according to any one of claims 1 to ~~13~~12 for dispensing objects in connection with the game based on the operation input.